

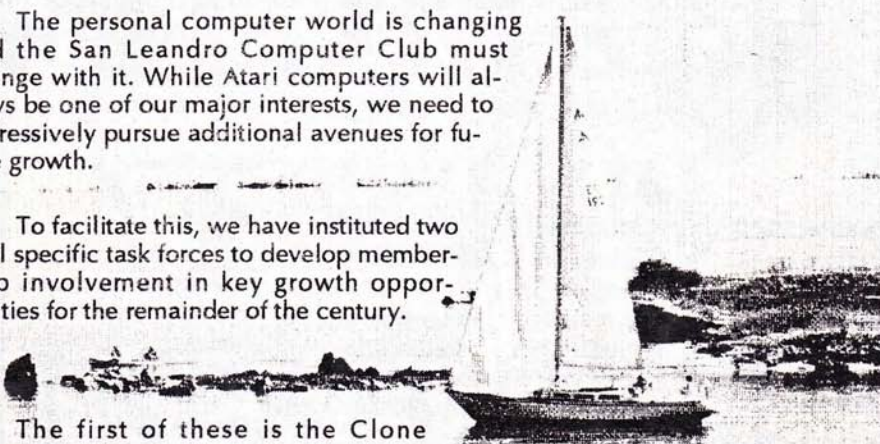
# San Leandro Computer Club Journal

November 1993

This month's newsletter has been restructured to better meet the challenges of the upcoming year. This downsizing is part of your executive board's aggressive reallocation of Club resources aimed at reducing expenses to coincide with expectations of lower income levels during the coming year.


The personal computer world is changing and the San Leandro Computer Club must change with it. While Atari computers will always be one of our major interests, we need to aggressively pursue additional avenues for future growth.

To facilitate this, we have instituted two goal specific task forces to develop membership involvement in key growth opportunities for the remainder of the century.



The first of these is the Clone Resource Allocation Pool. Headed by Jim Moran, this group has already achieved major performance objectives through dedication of a 486/66 system solely to the printing of newsletter labels and through Robbie Bridges' investment in a 386 system to gain benefit of enhanced scenery graphics in Flight Simulator 4. Any members considering purchase of clone systems in excess of \$2300 for the pursuit of trivial tasks are encouraged to contact Jim Moran.

Our second task force is chaired by Bob Woolley. The Jaguar Enthusiasts Support Team will focus on emergent applications made possible through technological advancements in consumer electronics.



As we go forth on this exciting new journey, we submit the following credo by which we will judge our success or failure:

**Downsizing - Pioneered By Atari - Embraced by America.**

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## San Leandro Computer Club

P.O. Box 1506  
San Leandro, CA 94577-0374

An independent, money losing organization of Atari computer users. Membership doesn't buy you a whole lot, but the price has never been raised. Call an officer if you care to join.

### Club Officers:

President:	Jim Hood	(510)672-0224
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### Software Chairmen:

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16/32-Bit	Joe Castro	(510)865-1852

### Print Librarian:

8/16/32/64-Bit Einar Andrade (510)484-4484

### Special Interest Groups:

(Call them with questions)

Beginners ST	Jim Moran	(510)865-6122
Beginners 8-Bit	Glenn Fowler	(510)530-7128
Beginners Clone	Jim Moran	(510)865-6122
Business	Ralf Herman	(408)257-7760
Publishing	Ray Thomas	(510)791-9158

### Journal Staff

Editor	Steve Goldstein	(408)257-2058
8-Bit Editor	Bob Woolley	(510)865-1672
This Issue	Jim Hood	(510)672-1244

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### Smouldering Embers Sale

#### ST Stuff!

#### Some 8-Bit!

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- Floppy Drives • Word Perfect • Books • Repair Manual
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# November

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
	<b>1</b>	<b>Main Meeting 8:00 PM</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
<b>7</b>	<b>ST SIG Meeting 8:00 PM</b>	<b>9</b>	<b>10</b>	<b>11</b>	<b>12</b>	<b>13</b>
<b>14</b>	<b>15</b>	<b>16</b>	<b>17</b>	<b>18</b>	<b>19</b>	<b>20</b>
<b>21</b>	<b>22</b>	<b>23</b>	<b>24</b>	<b>25</b>	<b>26</b>	<b>27</b>
<b>Journal Deadline 12:00 PM</b>	<b>29</b>	<b>30</b>	<b>31</b>	<b>Giving Credit:</b> Both the Santa Rosa and Concord Atari clubs have attractive newsletters in this size. So we thought we'd try it too. And save some postage in the bargain.		

# DeskJet 500C Updates

Jim Hood

In the December 1991 issue of the *Journal*, I said Avery 5277 overhead transparency material seemed to allow DeskJet color ink to bleed a bit.

In the January 1992 issue, I detailed costs of color printing with a DeskJet 500C printer. I said that anyone printing large areas of solid color could expect to spend \$2.50 in ink for each sheet printed. And that overhead transparency sheets cost about \$1.00 each.

Both of those items should be updated.

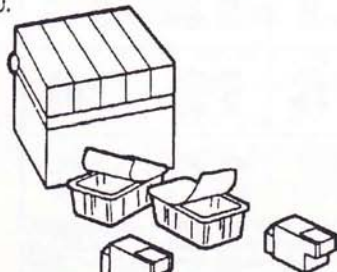
Subsequent experience has not shown any appreciable difference in bleeding between Avery, Hewlett Packard and 3M transparency materials for inkjets.

I prefer the Avery for two reasons.

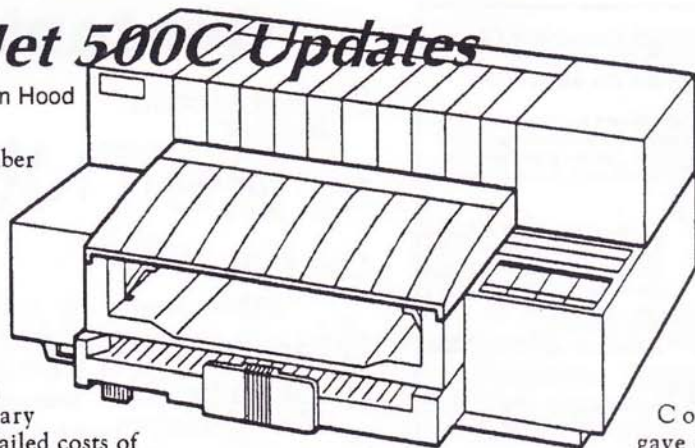
First, it is now about 50¢ per sheet, or roughly half the price of the other two.

Second, it comes with a full size paper backing sheet. This lets one page fall on another as they are "spewed" out of the DeskJet without having any wet ink smear from the bottom to the top sheet. The other two brands have only a small white strip on the top back edge, so I have to babysit the printer to keep one sheet from landing on another.

Ink cartridges will run out of one color in about 10 pages when ink is being dumped on, as with overhead transparencies. So ink cartridge cost in that situation is more like \$3.00 per sheet. Unless Jim Moran gets you cartridges at Price Club; then its back to about \$2.50.



San Leandro Computer Club



Peter Corona gave me information

about a company back east; Graphic Utilities, Inc.; that sells refill ink kits. Their distributor in Concord is American Lasertek. For about \$45 each I got kits containing 3/4 ounce bottles of each basic color. The bottles have injector caps.

Normally I use a lot more cyan, so I was getting overstocked with magenta and yellow. A bottle is supposed to do about four refills; that's around 40 pages per kit with my normal use. So that gets the cost of ink down around \$1.13 per page.

Just before the release of the color DeskJets, Bob Woolley had checked with American Ink, in Oakland to see if they had color ink refills for the black cartridges. They said they were looking into it.

I called them recently and found they now sell separate colors for the DeskJet Cs in four ounce bottles. I bought a bottle of cyan and an injector syringe for about \$20. Without the syringe a bottle is \$15.00. Based on the estimate of four refills from 3/4 ounce and no spills, I should get about 21 refills from four ounces. Which works out to about 7¢ (without syringe) to 9¢ (with syringe) per sheet.

Much better than \$3.00.

These costs are estimates, of course. Your mileage may vary. And every so often a cartridge is just going to crap out and you'll need to get a new one.

If you're interested, you can call American Ink at (510)268-0825.

Also, they still sell a wide range of new and refill ink ribbons as well as laser and copier toners and thermal transfer pens and ribbons.



Jim Hood

Now that you're all excited about the big savings you can achieve through refilling your own DeskJet cartridges, you're probably wondering just how hard it is to do.

If you have a vise, hammer and masking tape, it's not hard at all.

Secure the cartridge in the vise so that the lip between the black and green parts of the cartridge is resting on the vise. Clamp the vise onto the broad sides of the cartridge, not the ends. You don't want to mess up the contacts or ink jets, so try to avoid touching them.

Hit the broad side of the green top with the hammer. If the top flies off cleanly, you did good. If it doesn't come off, hit it harder. If the whole thing is smashed to smithereens, get another cartridge and tap a bit more gently.

You will now see the transparent chambers holding the three colored inks. Each chamber has a hole in the top. Stick the refill injector all the way into the hole for the ink of the same color. Slowly inject ink while pulling out the injector.

Don't overfill the chambers. I did. That stopped any ink from jetting out.

However, you can add ink to a brand new cartridge. They seem to be only about half filled.

(I started doing that with the inks from Graphic Utilities. They have slightly different colors and viscosity than the stock HP inks, so by adding ink to a new cartridge, the inks have a chance to blend and give more consistent colors.

I haven't used the American Ink ink enough to get a handle on any differences between it and the stock ink.)

Now take the masking tape and build up a three or four layer piece. Cut two pieces about 1/4"x3/4" and tape one on the inside of each side of the green top so that the little flanges on the transparent chambers grab them and hold the top in place. Press the top in place.

It was nice of Hewlett Packard to include those flanges. If they decide to remove them in the future, you could rubber cement the top.

### **Job Wanted**

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Call Keith at (510)887-2008

## ***Barefoot Bundles***

Barefoot Software, Inc. has begun shipping its product line to Guitar Centers. They are offering a tremendous deal on what they call **The Barefoot Bundles.**

The **Home Studio Bundle** includes EditTrack Platinum, EZ Score Plus and GenEdit 2.0 for an introductory cost of \$149.00

The **Professional Bundle** includes SmpteTrack Platinum, EZ Score Plus and GenEdit 2.0 for an introductory cost of \$249.00. This includes the synchronization hardware box.

This means you can purchase a three piece software package from Guitar Center for less than the retail price of the sequencer alone. EditTrack lists at \$249.00 and SmpteTrack at \$599.00.

This limited time offer is sold exclusively through Guitar Center. They have stores in Berkeley, San Jose, San Francisco...

# OUR 8-BIT DISKS

by Bob Scholar

SLCC 8-bit Software Chairman

SLCC1111  
NOVEMBER 1993

## General COMMENTS

This disk's "Contents" are shown below in the same format as that used by our SLCC FULMenu when it presents the Disk Directory.

## D.O.M. SUMMARY

This D.O.M. HAS 8 main programs. There are 5 Games (including one Text ADventure); 1 DEMO; an updated print UTility; and the 3rd (and last) group of data files of FILEEM, on Side "B". FILEEM is the Data Base program which has been used to store references to approximately 2100 magazine articles (re Atari 8-bits) published from 8/92 through 9/91.

## CONTENTS - Disk #1111 (Directory):

Front:-

*SLCC1111DOC 042	
AUTORUN SYS 002	TITLE 010
MENU 034	DOS SYS 035
DUP SYS 054	FROG EXE 063
KILLER EXE 056	REARDOOREXE 069
GAMES TXT 030	RTLSTMODDOC 025
RTLSTMODLST 016	CUSTOM BAS 054
COMPUTERSET 009	STYLISH SET 009
OMNIVENTBAS 050	STYXDEMOCOM 080
ZURK BAS 069	
000 FREE SECTORS	

Back:-

FILEEM DOC 119	
FILEEM BAS 177	FILEEM3 DAT 036
FILEEM4 DAT 067	FILEEM5 DAT 014
FILEEM6 DAT 041	FILEEM7 DAT 100
FILEEM8 DAT 139	ROBOVENTLST 007
DRA6VENTLST 007	
000 FREE SECTORS	

## PROGRAM DETAILS

FILE'EM has the first 8 files on the back side of this disk. This is the third (and last) section of this DB data file with about 2100 entries. There is also a support file with 330 errors/modifications of the programs as published in ANALOG, COMPUTE!, and ANTIC. This file is available in the 6Enie library as #6616; it's entitled FILEEMER.ARC. The entries were taken from letters, and editorial materials published in the three magazines. I will put this file on a later D.O.M., but not next month. This collection of 8-bit data is important enough to be added to our library as a "SPECIAL SLCC DISK" (or possibly two disks) in the near future.

Greg Knauss wrote three Games in ACTION! which were published in ANTIC (Feb. 1988). They are on this D.O.M. in runtime format, - so you don't need the cartridge to play them. The file GAMES.TXT explains how to play two of them (FROG.EXE and REARDOOR.EXE). The



third;- KILLER.EXE (for Killer Chess) isn't DOCUMENTED separately. It is a Game for two players, like chess, but with a real Twist! Players make legal chess moves with 2 joysticks, as fast as they wish. The difference is that THEY DON'T TAKE TURNS!! Each moves a cursor on the board,- without waiting for the other player! To move (your) piece- place the cursor over it; push the fire button; move the cursor to a legal new square; and press it again. Illegal moves aren't accepted. Chess rules apply to captures or to winning (by capturing the other King); except that 'Castling' or 'en passant' moves aren't allowed- they're too confusing here. Press [START] to end the Game.

Ratlist- is a nickname for CUSTOM PRINT (or CUSTOM.BAS) by Matthew J.W. Ratcliff. This program; published in ANTIC 3/85 prints text files in Atari 6R.0 fonts, in three print densities. With the graphics capabilities of the dot matrix printer it could print any of Atari's special characters. It was designed primarily for program listings. The original program included drivers for Epson MX and Star Gemini 10X printers; and two bonus character set samples. Tom J. Andrews has made an update and modification of RATLIST which is included on this disk, along with the original program files. For an detailed explanation and DOC, read the file named RTLSTMOD.DOC.

OMNIVENT.BAS by Jerry A. Lemaitre, a 3-way GGraphic ADventure/arcade Game is from the 11/84 Antic. Your player can be moved in 8 directions with the joystick. His path through the maze

is blocked by enemies and walls. They can be eliminated with weapons/tools you pick up (you can only carry one). To use either, stand next to the wall or enemy & press the button. You can carry any number of treasures. Touch the wiggly top line to go to another screen. To convert OMNIVENT to either DRAGVENT or ROBOVENT (on the back of the disk)- ENTER either one after you LOAD OMNIVENT.BAS. The magazine also has tips for customizing the program.

STYXDEMO.COM is a GGraphics DEMO by Phantom Systems or John Barnett- AKA: Phantom Lord. The title screen also quotes The Source: Sign Shop BBS in Fountain Valley, Cal. I got it from Steve Hoffee of LAPD in Lake Almanor. This program idea will not be new to you, but this particular DEMO is the best implementation I've seen! (Yes- it can be loaded from FULMENU.)

ZURK.BAS by Michael Kruger & John Settles (published in ANTIC 3/85) is a fast-moving, Joystick Game with 18 levels. Touching the arena boundaries and inner obstacles is fatal. You're shooting it out with a Zurkian laser fighter dressed in black in the first six rounds. In the second six-round level you must shoot him AND grab the Zurkian Olympic Star before the timer runs out. In the last 6 rounds, after you pick up the star it explodes into Zurkian Olympic Star Pests, which you must pick up before time runs out. If you complete all 3 levels (18-rounds) the arena doors open and you've won. You get 4 tries- (plus an extra every time you earn 2,000 points).

# ENHANCEMENTS for "CUSTOM PRINT"

from Disk Number SLCC1111

RATLIST (or "CUSTOM PRINT")  
ENHANCEMENTS  
by

Thomas J. Andrews

(c) 1993 Thomas J. Andrews

This program enhancement and the accompanying documentation may be freely distributed as long as they remain together and unaltered. This program modification was intended to be distributed as Freeware, so there can be no charge for it other than a modest amount to cover distribution expenses.

In this program I added several enhancements to RATLIST (also known as Custom Print) from the March 1985 issue of Antic Magazine. RATLIST was written by Matthew Ratcliff. A copy of the original program; as it was published in Antic; is included for your use with these enhancements. At the present time, the Antic disk for that issue has been uploaded, and it can be found on GENIE (and possibly Compuserve too). These enhancements will only work with the Epson/Gemini 10X version of RATLIST.

The RATLIST program prints text files using Atari Graphics 0 fonts in any of three print densities. Using the graphics capabilities of the dot matrix printer, it could print any of Atari's special characters, and it was designed primarily for program listings. The original program had drivers for Epson MX and Star Gemini 10X printers. It also had a "fix", (or add-on listing) to adapt it for NEC printers; and two bonus character set samples. These were attached as the files NECFIX.LST; COMPUTER.SET; and STYLISH.SET. (See NOTE below.)

Several modifications are added by my program. The Atari XMMB01 is added to the printer list and the

Epson driver is expanded to cover the capabilities of other Epson printers. A third line-feed size is added between the original two. The modified program will print on continuous paper or pause for single sheets. It can print just the odd or even numbered pages on a pass, allowing the user to flip the paper between passes and use both sides.

To install the RATLIST modifications, first make copies of the original program file and the modification file on a separate disk to serve as backups. Then, LOAD the original program using Turbo BASIC or Atari 8-bit BASIC. Use the ENTER command to merge the modification file RTLSTMOD.LST with the original, and SAVE the modified program to a third file.

Operation of the modified program is pretty self-explanatory. If you have any questions- I am on: GENIE as J.ANDREWS24 (for Email)

or- ACE of Syracuse Backstairs BBS at (315) 458-0118 as Tom Andrews.

My Postal address is:  
Thomas J. Andrews  
7805 US Route 20  
Manlius, NY 13104

RTLSTMOD.LST and these docs may be distributed freely, the modified version of RATLIST that it produces may fall under the RATLIST copyright.

RATLIST is a copyrighted program; originally intended to be distributed only with permission of the copyright holder. It is now in GENIE's library (and also in Compuserve's?).

NOTE: I made minor changes and updated Tom Andrew's text, above. I had to delete NECFIX.LST because of space limitations.

(Bob Scholar)



# WELCOME TO PC HELL

by Robbie Bridges

I left off last month describing my difficulties

using Flight Simulator 4 on a PC. Then I got a chance to get

Flight Simulator 5, a new version promising photorealistic graphics and much better features. Here it takes

me a year to get the old version up and running and now there's already a new version. It was a program that was so hot when I bought it in September that it sold out as soon as it hit the stores. I was lucky to get a copy when someone reserved one and didn't pick it up, and I rushed home to load it and forgot to make a backup copy. It looked terrible! Jerky - the spectacular photorealistic scenery looked like lots of little squares, and the instrument panel was all blurry. So I tried my old Flight Simulator 4 and that wouldn't work at all! I deleted the new one and tried to re-install it. Nothing! In a panic, I took the disk to work and luckily a friend tried it on his computer and it was OK. I went home and re-installed it without ever finding out what had gone wrong.

I found out from friends with much faster 486's that they had the same problem with the scenery and it was running slow and jerky. Well, I'll solve that with more memory and a \$300 video card.

Bob Woolley gives me some memory chips and that helps, but as soon as I go back to use my old Flight Simulator 4 I get a message, "Not enough memory to run this function"! Unbelievable!

My telecommunicating was fun, too. I get this line noise which causes these Egyptian-like characters to pop in and disrupt the messages on the screen. I try different modems -



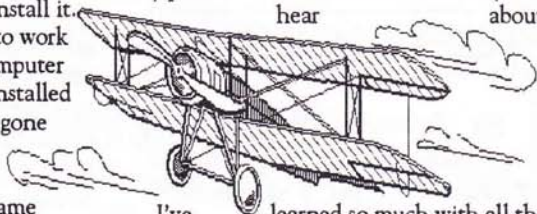
## PART 2

give up, short of crawling under my house looking for problems with the wires. Bob Woolley lent me a high quality Hayes modem so I could see if I was having a hardware problem.

It wouldn't even work in my computer, but it works fine in his. The next step is a \$200 US Robotics modem. I just sold one of my 8-Bit modems for \$5.00!

I've become an expert at juggling my config.sys and autoexec.bat files to configure the memory and delete TSR's and it still doesn't work right. I'm thinking about buying a memory manager so that I can break that annoying 640K (can you imagine - 640K isn't enough memory...ed.) barrier of conventional memory. The funny thing is that I don't have any problems with Windows like everyone I

hear about.



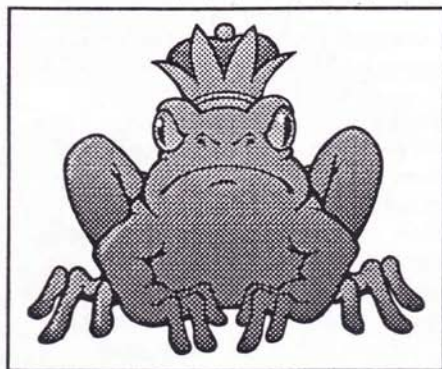
I've learned so much with all these problems that I can now use SpartaDos on my 8-Bit and it's great!

I just wish I could get Flight Simulator II to run fast on an 8-Bit! And Windows and on and on...



# MINUTES

The October 5th general meeting of the San Leandro Computing Club was officially called to order by it's (slightly demented) chief executive officer, Mister James Hood very promptly at 8:00 PM. It was noted that all Officers were in attendance.



Mister Hood

8 Bit Software Chairman Bob Scholar demonstrated this months floppy which contains a continuation of last months File'em program as well as some new stuff. The Printstar program which has been re-updated to version 1.31. Hearts, another of those speeded up card games, this one written in Action is extremely quick. Bob has also added a few extras to fill out the disk.

During an extended question and answer period a lot of time was spent discussing the apparent demise of the Berkeley Microworld stores. Bill, the owner, a character to say the least, will be missed by some more than others. The other subject much time was delegated to was that other type of computer, the PC type. It seems that for lack of Atari information and software to talk about the DOS world is slowly showing it's head.

Glenn Fowler surprised everybody with his second consecutive 16 Bit floppy. (This could be habit forming.) The main program on the floppy was Canvas 2, a very able paint program. (The paint program was a lot more able than Glenn was.) Another interesting program was Chameleon, which allows loading of multiple accessories. This program gets around the limit of six accessories and does it painlessly. Glenn has filled the disk with other goodies. Soon we may have a write up in the Journal just like the big boys with their 8 Bit floppies.

After all this Mister Hood ended the meeting with his classic crooked raffle. Adjournment 9:30 PM.

Wistfully submitted,

*Jim Moran* , Secretary



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# San Leandro Computer Club

P.O. Box 1506 • San Leandro, California • 94577-0374

**General Meeting** • November 2, 8:00 pm  
San Leandro Community Library • 300 Estudillo Avenue

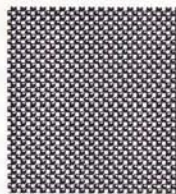


The November meeting will feature  
a monitor for a raffle prize.

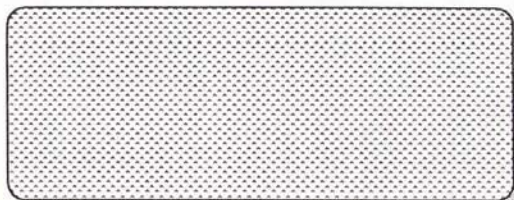
This previously owned Amiga monitor  
can be used on a VCR, an ST, an IBM  
(CGA), any composite source or an  
8-bit with separate chroma.

Sound is included.

***One buck will take this home folks!***



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